

<b>week 78:</b>	<b>shipwrecked!</b>
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**B-P taught us to be prepared for everything. We can survive and have fun whilst we are doing it ... The aim of this programme is to let the Cubs create and have fun whilst using the things learnt in Cubs as well as using their imaginations. The setup for this programme is a bit different as the main activity for this programme is for the Cubs to build their own shelter and survive!**

*This is a **Special Pack Meeting** so no opening and closing Grand Howl. The Cubs can come in 'Shipwreck' clothes or just old clothes.*

*There are different challenges set out – adapt to suit the pack. After each challenge is a short explanation but nothing is set in stone and these are ideas only.*

*Each challenge should be pasted onto the back of a rectangular 'fish' and placed in the middle of the area being used. The idea is that the Cubs work in their Sixes in a circular area (islands) with the 'sea in the middle. This is where the fish should be placed. Every now and again one of the leaders should walk around with a watering can and let it 'rain' onto their shelters. The Cubs should try and catch the water as well – see which Six can catch the most water.*

*First Instruction: to be given to the Cubs together with a box of goodies which they will need in order to carry out the instructions of the challenges ... can be a paper box or similar. The items they will need are highlighted in red throughout the document – **ensure all these items are in the boxes before the game begins.***

*Read through the following Challenge with the Cubs to get them going.*

**SHIPWRECK CHALLENGE**  
**(Estimate around 10 minutes for this challenge)**

You all have been shipwrecked on a desert island. Now you have to decide how you are going to survive. You are lucky to be shipwrecked with a few of your friends. When you all swam ashore, you realised that a whole lot of useful items had been washed up onto the beach in a trunk. These items will prove to be very useful if you use them correctly. From time to time you may hear other people on the island but try and avoid them at all costs. They may be members of an unfriendly tribe and you don't want to accidentally start a war before you are rescued. There are certain tasks which you need to perform **in number order**. The lagoon which surrounds your island is full of rectangular shaped fish which you need to catch so that you can see what your challenge is. **The first thing you need to do is to make yourselves a fishing rod and catch fish number 1.**

*Make sure there is a **stick of sorts in the box together with string, scissors and a magnet.** The fish will be in the 'lagoon' in front of each island and numbered. On the back of each fish will be the challenge they have to complete and on the front will be a number. They need to catch fish 1, complete the challenge and then go ahead and catch fish 2, etc.*

### **CHALLENGE 1**

**(Estimate around 20 minutes for this challenge)**

You must build a shelter from what you find in your trunk. If there are any loose branches or sticks lying around your camp site you may use these as well. The shelter must protect you from wind and rain at least on the one side and on top. At least three of your team need to be able to fit under the shelter at the same time. You must also give your new home a name. It will rain while you are on this island so make sure you collect some of the water so you can cook and have something to drink. While the older members of the tribe are building the shelter, the younger members must use the items in the trunk to make a flag. It must be clear so that if any ships are passing, they will see your flag on the beach. The flag must be stuck in the ground so that it stands upright. (You may not use your underpants or any item of clothing to make the flag!!!) Once you are happy that your shelter is properly made and your flag is stunning, call a leader to check and then you may fish for the next challenge

*Ensure the following is placed inside the box. For the shelter, the Cubs will need a **black garbage bag (or 2), 3 sticks for the shelter and one for the flag** – maybe staves for the shelter and a dowel stick or similar for the flag pole – **crayons, sticky tape/tape, string** (already in the box from the fishing rods), and anything else you think they will need to complete the challenge. They also need empty tins to collect the rain water when it falls.*

### **CHALLENGE 2**

**(Estimate 10 minutes for this challenge)**

Below is a list of six words. You must use all six words to make up a short story. Once you have your story ready, call any leader to listen to the story. If he/she is happy that your story is good, he/she will give you the go ahead to catch number 3 fish. The words are :

Elephant  
Spare tyre  
Sparkle  
Chocolate  
Matches  
Beautiful

(Make sure you are catching the rain water when it falls).

*Nothing extra is needed for Challenge 2. However the next Challenge requires supervision as they will be cooking on their buddy burner. If you feel this challenge will not work then change it to something else – they can catch juice and biscuits in the lagoon instead of catching the noodles to cook.*

### **CHALLENGE 3**

**(Estimate 30 minutes if the Cubs are cooking or 10 minutes if not cooking)**

Hopefully you have been catching all the rainwater because now you need to cook yourselves some lunch! You need to fish for enough bags of food for your whole team. Once you have the food, each person must take four nails each, put them in between the cardboard in the buddy burners (as you were shown). The buddy burner must be lit. Once it is burning nicely, put the noodles in the billycan together with some of the water you have caught and cook yourselves some noodles! Use the sosatie sticks to stir and use the forks to eat. Once you have had enough, try and see if you can make a plan to get some juice. The juice will be floating around the lagoon in packets. Catch enough for your team.

For this challenge you need to make sure that there is at least **one buddy burner per two Cubs, four nails per buddy burner and one box of matches.** The next challenge they will need to catch their food (**2 minute noodles**) and cook it on the buddy burner. A lot of supervision is required for this challenge and if you don't have enough hands to assist then leave this one out. Also **boxed juice** if possible to be floating in the lagoon. Will also need **sosatie sticks, plastic forks and paper plates/bowls.**

An option for this challenge is to provide the Cubs with candles and marshmallows – they can cook a marshmallow over the candle and put on a Marie biscuit (s'mores).

#### **CHALLENGE 4**

**(Estimate 10 minutes to prepare and do all the war cries)**

Looks like a ship is in sight to come and rescue you. You need to come up with a war dance and a song to attract their attention. The ship is travelling slowly so you will have enough time to come up with something interesting. When you are ready, let a leader know.

*No equipment is needed for this challenge.*

#### **CHALLENGE 5**

**(Estimate 10 minutes to clean up)**

You have been rescued! The last challenge is to see if you can clean your island up so that no one knows you were ever there! Remember to take nothing but photographs and leave nothing but your footprints!

*Cubs to tidy up.*

Total estimated time is 100 minutes which may be a problem for the 90 minute meetings. You do not have to do all the challenges and you can adapt to suit your pack.

These are ideas only so change to suit your Cubs.

**If you have time, this is another optional Challenge:**

#### **ADDITIONAL CHALLENGE:**

This is an instruction challenge. Read each question carefully before answering.

This is a team activity so make sure everyone is involved – there is at least one question per team member.

Write your answers next to the corresponding numbers.

1. If you ever saw a cow jump over the moon, write a W in spaces 4, 7, 15 and 16. It **not** then write the letter T in those spaces.
2. If X comes before H in the alphabet, write Z in spaces 2 and 8. If it comes **after** H, write an H in those spaces.
3. If you like sweets better than mosquitoes, put an M in the 13<sup>th</sup> space.
4. If black and white are opposites, write O in spaces 14 and 17 and a question mark in space 18. If they are the same colour write an X in those spaces.
5. If summer is warmer than winter, put an A in space 3. If the reverse is true, put an N in spaces 5 and 9.
6. If the word bee begins with a B, put a B in space 12.

7. Using the letters in the word WISE (in order), put the first letter in space 1, the second letter in space 5, the third letter in space 6 and the last letter in space 9.
8. If you think that Cubs always have fun, put a C in space number 10 and a U in space 11. If you don't think that Cubs have fun then put a Z in both spaces.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_
16. \_\_\_\_\_
17. \_\_\_\_\_
18. \_\_\_\_\_

ANSWER: \_\_\_\_\_